

The Matoran Universe has been discovered to be inside a giant, dormant robot, Mata Nui. One Thousand years ago, the brotherhood of Makuta, led by Makuta Teridax, tricked Mata Nui, forcing him into a deep slumber. Teridax moved his pawns into position, allowing the Toa to believe they would reawaken the Great Spirit Mata Nui. When the Toa succeeded, he forced Mata Nui's spirit into The Mask of Life and ejected it from the robot. He took over the body and ruled with an iron fist.

Mata Nui landed on Bara Magna. Bara Magna, along with Aqua Magna and Bora Magna, are the three pieces of the planet Spherus Magna that were divided in a great war. Mata Nui discovered that the peoples of Bara Magna were living in a prototype robot body. The people rebuilt this body, so that Mata Nui could fulfil his destiny and rejoin Spherus Magna. However, Teridax discovered him at the last minute.

After a brutal battle on Bara Magna, Teridax was defeated and Spherus Magna reformed. The Matoran Universe living in the giant robot was no longer habitable, so the Matoran, Toa, and other inhabitants have evacuated to Spherus Magna. The Prototype Robot was disabled in the battle and Mata Nui has chosen to sleep again, letting the people of both worlds decide their own fate.

Now the Matoran, Toa and Turaga of the Matoran Universe, and the Agori and Glatorian of Spherus Magna, are all homeless. They must find sites to build new villages, and hopefully work together in peace.

Session One players create a character with a Toa or Glatorian race. The players should be familiar with their powers and have performed some minor heroic feats.



The Toa Mata, a team of six great Toa.

Toa

Edge: Elemental Affinity: Toa can create, control and absorb one element. This replaces an Arcane Background.

Power: Elemental Manipulation

1 Power From the appropriate Elemental Power List

Starting Power Points: 5

+2 Protodermic Armor (part of the Toa's body)

Starting Equipment:

1x Any Great Kanohi Mask

1x Toa Tools

100 Widgets

Matoran were designed as the workers of the Matoran Universe, built to keep the Giant Robot in working order. Some Matoran become Toa, the “heroes” of the Matoran, sworn to protect the worker species. A Matoran normally becomes a Toa when another Toa shares some of their Toa Energy with the Matoran (although other methods of transformation have been known). A Toa can create six more Toa before becoming a Turaga, who normally lead the Matoran.

All of the Matoran Species have an affinity with one element, and like all beings of the Matoran Universe, are cybernetic (comprised of organic and mechanical parts). Unlike the beings of our world, they have no method of reproduction. They were built to keep the robot Mata Nui running and can only be created if a Great Being, or another being of such power, chooses to create them.



A crowd of Matoran

Glatorian

Edges: Glatorian start with two non-Arcane edges.

+2 Armour: Glatorian start with +2 armour, which they always wear.

Starting Equipment:

500 Widgets

Faction: Glatorian normally belong to the Fire, Jungle, Water or Ice villages and wear the appropriate colours on their armour.

The Glatorian are a race native to Spherus Magna. Due to their greater speed and strength than the Agori, they were often employed as warriors. This race fought as soldiers in the Core War; after the Shattering, those stranded on Bara Magna began fighting each other in arenas in order to avoid war. The defeat of the Skrall saw the Glatorian abandoning the arena match system, and uniting to become a defense force for the newly formed Mega-Village. This was short-lived, as the Mega-Village was abandoned to bring about the Reformation of Spherus Magna. The Glatorian now live on Spherus Magna once more.

A Glatorian's body is made up of largely organic tissues, but also contains varying amounts of permanent mechanical implants, such as implants that increase muscle endurance or agility. All Glatorian have a metallic bone structure.

Glatorian are mammalian and are capable of biological reproduction.

Glatorian carry a myriad of tools, which they used in their fights. Each fighter wears a unique helmet, which they usually keep on due to the savage nature of their environment. Glatorian bear armor in the colors of their tribe, signifying their employers.



A group of Glatorian

Elemental Types

Matoran and Toa have some affinity with an element. They are as follows:

Ta (Fire):

+ 6 heat and fire resistance

Ga (Water):

Aquatic (twice as hard to drown in water, moves at full Swimming skill, free d6 Swimming)

Le (Air):

Start with a d6 in Agility

Po (Stone):

Start with a d6 in Strength

Onu (Earth):

Low Light Vision: Ignore penalties for Dim and Dark lighting

Ko (Ice):

+ 6 cold and ice resistance

Fe (Iron):

Start with a d6 in Vigor

De (Sonic):

+ 4 Notice (due to hearing)

- 4 weakness to sonic attacks

Ce (Psionics):

+ 6 Resistance to Psionic attacks

Ba (Gravity)

+6 resistance to high gravity

Su (Plasma)

+6 resistance to heat and sunlight

Vo (Lightning)

+ 6 resistance to electricity

Fa (Magnetism)

+4 to rolls relating to direction and wayfinding

Bo (Plantlife)

+6 to healing poisoned patients

Can create poisons from plants (victims that suffer a Shaken result from your

Poisoned weapons must make a Vigor roll or be paralyzed for 2d6 rounds)

Skill List

All Standard Skills available

As well as "Power" (the "Arcane Skill" for all elemental, mask, and other powers)

Hindrances

Disallowed (from Standard Rules):

Elderly

Young

Edges

Disallowed (from Standard Rules):

Soul Drain

Holy/Unholy Warrior

Mentalist (Except Special Permissions)

Wizard

Powers

Trappings

An Air attack can cause foes to be knocked back, while a Stone attack may leave the area with difficult terrain. Generally an additional effect will be made for an additional +1 power point, but this may vary depending on the effort required.

Instead of trying to create an exhaustive list of what can be done with trappings, players should try and be creative with their powers and describe them to the GM.

Elemental Powers

(Let me know if you have a reason for an elemental power I've disallowed and I'll consider it.)

The following list details the available powers for a player to learn based on their elemental affinity. If a player has not yet learnt a power, they can still use it at the normal PP cost and one Benny.

Fire: Barrier (Damage), Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Obscure, Nova Blast, Stun, Telekinesis

Water: Barrier, Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Obscure, Nova Blast, Stun, Telekinesis

Air: Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Obscure, Nova Blast, Stun, Telekinesis

Stone: Armour, Barrier (Lingering), Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Entangle, Havoc, Nova Blast, Stun, Telekinesis

Earth: Barrier (Lingering), Blast, Blind, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Entangle, Havoc, Nova Blast, Stun, Telekinesis

Ice: Barrier (Lingering), Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Entangle, Havoc, Nova Blast, Stun, Telekinesis

Iron: Armour, Barrier (Lingering), Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Entangle, Havoc, Nova Blast, Stun, Telekinesis

Sonic: Blast, Bolt, Burst, Confusion, Damage Field, Deflection, Elemental Manipulation, Havoc, Nova Blast, Stun, Telekinesis

Psionics: Confusion, Mind Reading, Puppet, Slumber, Telekinesis, Nova Blast, Stun, Telekinesis

Gravity: Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Nova Blast, Stun, Telekinesis

Plasma: Barrier (Damaging), Blast, Blind, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Light, Obscure, Nova Blast, Stun, Telekinesis

Lightning: Barrier (Damaging), Blast, Blind, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Light, Nova Blast, Stun, Telekinesis

Magnetism: Barrier, Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Havoc, Nova Blast, Stun, Telekinesis

Plantlife: Barrier (Lingering), Blast, Bolt, Burst, Damage Field, Deflection, Elemental Manipulation, Entangle, Nova Blast, Stun, Telekinesis

Elemental Manipulation

Cost: 0

Allows the user to perform minor “tricks” with their element. For instance, lighting a small fire or blowing a cooling wind.

Nova Blast

Requirements: Seasoned, Toa

Cost: All remaining Power Points

Range: 50 square kio

Duration: Instant

A Toa can expel all their toa energy at once from their body, causing $x \times 6$ damage to anyone or anything caught in the blast radius where x = the remaining power points. The center of the radius is the Toa's body.

Equipment

Toa Tools - Any Medieval Hand Weapon, Shield, Bow or Crossbow can be used as a template for the Toa Tools, which are used both as weapons and to channel a Toa's elemental power. A Toa may use two Toa Tools provided they are used primarily by dual

wielding.

For example, a Toa may have two swords that they dual wield as Toa Tools, or a sword and a shield, or a bow. But they may not have a sword and a bow as Toa Tools (as they are not used at the same time) - although they could have a sword as Toa Tools and purchase an ordinary bow later.

Use of Savage Armory to create Toa Tools not listed will be available at the GM's discretion. An additional +2 template for weapons allows them to assist with a +2 in one skill that is not Power, Fighting, Shooting or Throwing. Toa Tools cannot be created with templates that affect cost.

Melee Weapons

Type	Damage	Weight	Cost	Notes
Blades				
Dagger	Str+d4 0	25		
Great Sword	Str+d10	1	400	Parry -1, 2 hands
Flail	Str+d6 0	200		Ignores Shield Parry and Cover bonus
Katana	Str+d6+2	1	1000	AP 2
Long Sword	Str+d8 1	300		Includes scimitars
Sword				
Rapier	Str+d4 0	150		Parry +1
Short Sword	Str+d6 1	200		Includes sabres
Glide Sword	Str+d6	1	250	Using two of these allows the user to glide instead of falling.

Axes and Mauls

Axe	Str+d6	0	200	
Battle Axe	Str+d8	1	300	
Great Axe	Str+d10	2	500	AP 1, Parry -1, 2 hands
Maul	Str+d8	2	400	AP 2, Parry -1, 2 hands
Warhammer	Str+d6	1	250	AP 1

Pole Arms

Halberd	Str+d8	2	250	Reach 1, 2 hands
Lance	Str+d8 1	300		AP 2 when charging, Reach 2, only usable in mounted combat
Pike	Str+d8 3	400		Reach 2, requires 2 hands
Staff	Str+d4 1	10		Parry +1, Reach 1, 2 hands
Spear	Str+d6 1	100		Parry +1, Reach 1, 2 hands

Other

Claws	Str+d6	1	250	Allows the user to dig and tunnel at rounded up per minute.
Str/6"				

Hooks	Str+d6	1	250	+2 Climb
Feet Additions	Str+d6	0	250	User can kick projectiles (stones or makeshift weapons) using a Throwing Roll as a standard action (without needing to pick it up), unarmed defender

Shields

Type	Weight	Cost	Notes
Small Shield (buckler)	1	25	+1 Parry
Medium Shield	1	50	+1 Parry, +2 Armor to ranged shots that hit
Large Shield (kite, pavise)	2	200	+2 Parry, +2 Armor to ranged shots that hit

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.
------	-------	--------	-----	------	--------	-------	----------

Thrown Weapons

Bamboo Disks	4/8/12	Str+d4	1	10	0		
--------------	--------	--------	---	----	---	--	--

Bows

Bow	12/24/48	2d6	1	250	0	—	d6
Crossbow 1	5/30/60	2d6	1	500	1	—	d6
AP 2, 1 action to reload							
Long Bow	15/30/60	2d6	1	200	1	—	d8

Launchers and Blasters

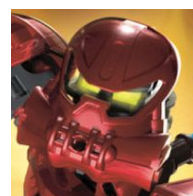
Thornax	10/20/40	2d6	1	300	1	1	d6
Launcher, 2 actions to reload							
Thornax	10/20/40	3d8 + 2d8	1	300	1	1	d6
Launcher (override fruit) splash 2 actions to reload							

Great Kanohi Masks

If a Toa has their mask removed, they are weakened. All elemental powers they use will be rolled with one less die for damage or effect than usual and the Toa will be fatigued.

Mask of Concealment (Huna)

Cost: 1 Power Point



Duration: 1 round

Huna allows the user to turn invisible. However, they will still cast a shadow.

Mask of Levitation (Miru)

Cost: 1 Power Point

Duration: 3 rounds

Miru allows a character to levitate at his basic Pace with a Climb of 0. They may double their Pace by spending twice the number of Power Points.



Mask of Illusion (Mahiki)

Cost: 3 Power Points

Duration: 1 round

Mahiki allows the user to create illusions. These illusions can cause them to appear to shapeshift their body, however they retain all of their abilities and do not gain any new ones.



Mask of Mind Control (Komau)

Cost: 3 Power Points

Duration: 1 Round

The user makes a Use Power roll against the target's spirit dice. On success the player can control the target's action for one round. If the player is able to discuss with the target, they may add their persuade or intimidate die to the roll.



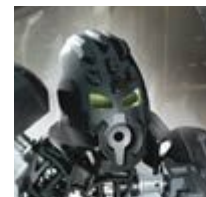
For example, the user may make a Use Power roll to command the target to sit down with their mind. Or they could roll Use Power and Intimidate whilst shouting at the target to sit down whilst using their mask power, and use the combined result as their total.

Mask of Night Vision (Ruru)

Cost: 1 Power Point

Duration: 1 hour

Ruru allows the user to see in the dark. Alternatively it can emit a bright light.



Mask of Shielding (Hau)

Cost: 3 Power Points

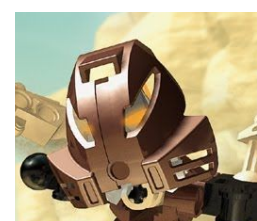
Duration: 1 round

The user creates a shield around themselves that protects against any attack that the user is aware of. If the user is aware of the attack, this shield does nothing. The shield has a toughness of 20, if an attack deals more than this, the shield is broken and additional attacks that hit will damage the user. Hau cannot protect against mental attacks.



Mask of Speed (Kakama)

Cost: 3 Power Points



Duration: 1 round

Kakama allows the user to move at 3 times their usual pace. Because the user is moving so fast, they get a bonus d6 to agility checks and melee attack rolls, and a +2 to parry. Kakama does not grant the user increased perception, so everything will look like a blur while they run.

Mask of Strength (Pakari)

Cost: 3 Power Points

Duration: 1 round

Pakari allows the user to roll three times the usual amount of dice for all strength rolls, and add a d6 to all Strength-linked skill checks.

Mask of Telekinesis (Matatu)

Cost: 1/3 Power Points

Duration: 1 round

Matatu allows the user to move objects with their mind. Using 3 Power Points can allow the user to make a Throw roll to throw an object with their mind.

Mask of Translation (Rau)

Rau allows the user to understand or speak any written or verbal language.

Mask of Water Breathing (Kaukau)

Cost: 1 Power Point

Duration: 1 hour

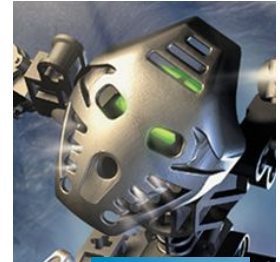
Kaukau allows the user to breath underwater.

Mask of X-Ray Vision (Akaku)

Cost: 1 Power Point

Duration: 1 round

Akaku allows the user to see through walls and solid objects.



Encumbrance:

The Encumbrance Rules from Savage Armoury are in use.

Savage Armoury uses a simplified encumbrance system that defines Load Limit in significant items rather than in pounds. A significant item is one that weighs roughly 5-14 pounds, and you can carry a number of such items equal to half your Strength without penalty. The Brawny Edge increases your Load Limit in significant items by 1½ times (rounded up). Particularly heavy items may count as two or more significant items; divide their weight (in lb) by 10 and round to the nearest whole number to determine how many items they count as. At the GM's discretion, multiple small items can be collectively classified as a significant item.

ADDITIONAL BACKSTORY:

Matoran:

Physically, Matoran are small in stature, but they are strong and very enduring at heart. They are dependent upon the wearing of their powerless Kanohi, without which they will weaken and be rendered comatose after a prolonged period of time. They do not, however, have the mental discipline needed to use the power of a Great or Noble Mask. Each Matoran has an innate connection to their given element, and can manifest the ability in a small way.

Matoran have the ability to eat by coming into physical contact with an energy-bearing object such as a fruit, berry, or fish. In place of an organic heart, Matoran have some sort of power plant containing their life force. Matoran breathe oxygen and, like organic beings, they need to drink water or liquid protodermis in order to survive. They do not need to eat or sleep as much as their Agori counterparts, due to their partially mechanical nature. Matoran will not undergo physical aging as long as their mechanical components are maintained.

The Matoran vary in size and shape, depending on the region from which they originate. Most Matoran are inherently inclined toward being good-natured, but can succumb to greed and desires for personal gain.

Matoran are created with societal skills such as language, ensuring they can get to work immediately after they come into being.

TYPES:

Ta:

The color of Ta-Matoran armor varied in combinations of red, dark red, orange, yellow, or black. Their eyes were usually either light red or chartreuse in coloration.



Ta-Matoran of Metru Nui lived in Ta-Metru. Most worked as forgers, crafting useful tools and supplies such as precious Kanoka disks and Kanohi masks from purified protodermis heated into molten form. Mask-maker was one of the more coveted positions among Ta-Matoran, while most started out as toolmakers or factory workers. Most Ta-Matoran here avoided

places like Le-Metru (which was altogether too cluttered and unorganized), and Ko-Metru (much too cold and unfriendly). Ta-Metru sent the majority of its products to Po-Metru, which needed massive amounts of disks and masks. The Ta-Matoran on Mata Nui were less isolated.

When the Ta-Matoran lived on Mata Nui, they lived in the village of Ta-Koro. There they focused on the virtue of Duty and its principle of courage. By lava farming, they created useful stone tools by directing molten lava into specially-shaped channels, where it cooled and later hardened. Many Ta-Matoran were members of the Ta-Koro Guard, the village's defense force against Rahi attacks sent by Teridax. In their spare time, they often surfed the lava flows of Ta-Wahi and raced each other in Ignalu. The main principles of Ta-Matoran life centered around diligence and responsibility. Other common characteristics included being quick to anger, quick to react, and great leaders when needed.

Because of the miniscule amounts of elemental fire energy contained within them, all Ta-Matoran had a natural resistance to extreme heat. This trait made them ideal for working in the tool and mask forges of Ta-Metru and the lava-farming plains on Mata Nui.

Ga:

Ga-Matoran came in all shades of blue and sometimes silver, and generally had yellow or orange eyes. These water Matoran lived on the shores of the sea, so they had a sleeker build, better lung capacity, and other physical advantages for swimming.

Ga-Matoran culture put the most value on the virtue of Unity and its principle of Purity. In Metru Nui, about half of the Ga-Matoran were teachers and most of the other half were students; the best were promoted to work on protodermis purification. On Mata Nui, they were mostly boaters and fisherpeople.

The Ga-Matoran tended to be very dedicated to honoring the Great Spirit and focused on Unity above all else. The only Matoran who generally visited Ga-Metru were Ko-Matoran.

Le:

Le-Matoran were Matoran with innate Air powers.

Le-Matoran usually came in shades of green and occasionally turquoise blue, with greenish-yellow-colored eyes, except on Metru Nui, where their eyes were red. These air Matoran had the heightened agility and reflexes needed to avoid high-speed crashes in the transport chutes. The average Le-Matoran



loved thrills and dangerous sports, such as Chute Boarding, and would enjoy taking risks. The main virtues they followed are Unity and Duty, and from them they derived the principle of Faith. Le-Matoran were noted for using what is called "treespeak" (on Mata Nui) or "chutespeak" (on Metru Nui), a form of slang that generally combines two words into one (for example, "happy-joy" or "Toa-hero"). Le-Matoran were responsible for nearly all transport in Metru Nui: they flew airships, maintained chutes, and drove land transports; the only transport they wouldn't pilot was boats, which the Ga-Matoran took care of. On Mata Nui, they were known for their squadron of Gukko birds, called the Gukko Force that they rode into battle. They were also known for their enjoyment of music, and many Le-Matoran even made a career out of it.

The Le-Matoran were essential to all Matoran life in Metru Nui, as the city relied on the transportation provided by the Metru. Despite this, the Le-Matoran generally avoided feelings of superiority, recognizing their duty to Metru Nui and the Great Spirit. Due to how vital they were, Onu-Matoran, Po-Matoran, and Ko-Matoran often entered the city. The exceptions were the Ga-Matoran (who generally relied on boats for their transportation) and Ta-Matoran (who preferred to avoid the clutter of Le-Metru if at all possible).

Po:

Po-Matoran are Matoran with ties to the element of Stone. Po-Matoran seem to be the most involved in sports of the Matoran and are highly competitive. Being Stone Matoran and working with their hands often, they have great physical strength, although they can't swim. They are down-to-earth and practical, not putting too much stock in what they can't see and touch.

Identifiable physical attributes of Po-Matoran include different shades of brown, yellow, orange, tan, and black Kanohi and armor.

Po-Matoran focus specifically on the virtues of Unity and Destiny, and its principle of Creation. Common characteristics of Po-Matoran include the qualities of being highly tolerant, stubborn, and practical.

On both Mata Nui and Metru Nui, Po-Matoran were carvers by trade, creating statues and other tools that the Matoran needed. Some Po-Matoran on Mata Nui were shepherds, leading herds of local Rahi. Po-Matoran were usually seen in colors of brown, tan, and orange, though some were also black and yellow. Their eyes were usually orange.

Po-Matoran generally did not get along with Ta-Matoran, although both Metru relied on each other heavily. Despite this, Po-Matoran were often seen in Ta-Metru and vice versa. They usually had poor relations with the other types of Matoran; The Ko-Matoran were too focused on the future and not the here and now, the Onu-Matoran were too focused on the past, and the Ga-Matoran always tried to teach others. Nevertheless, the Po-Matoran defended their friends and showed determination to get difficult tasks done.

Onu:

Onu-Matoran are cave-dwelling Matoran with miniscule control over the element of Earth. As Matoran of Earth, they spent most of their lives underground during their time in Metru Nui. As a result of this, their eyes had adapted to function in little light. This meant that they were easily blinded by bright lights.

Onu-Matoran are also known for their strength and durability. They tend to put their faith in the past and find out what can be learned from it. The main Onu-Matoran virtues are Unity, Duty and Destiny, and the principle they get from the virtues is Prosperity. In Metru Nui, most Onu-Matoran worked in the Archives or as Miners. They usually started out as Miners before moving their way up to working in the Archives.

On Mata Nui, Protodermis and lightstone mining were their main occupations. They operated the Ussalry — a defense force that rode Ussals as their steeds. Onu-Matoran have green eyes and wear mainly black armor, often with additional shades of purple, grey, tan and even orange.

Ko:

Ko-Matoran were Matoran of Ice. Their innate elemental powers gave them strong resistance to cold temperatures.

Ko-Matoran armor was primarily cast in white, often with secondary colors of light blue and grey, and they were the only Matoran of the main six elements to have light blue eyes. Darker shades of grey were also not unheard of, and even black was a possible supplementary color.

Being Ice Matoran, they possessed a natural resistance to the extreme cold of the Knowledge Towers. Ko-Matoran were quiet to the point of being antisocial, and spent a lot of time being lost in thought, pondering the future in accordance with their main virtue of Destiny and the principle of Peace. In Metru Nui, they spent most of their time watching the stars and considering prophecies, with less experienced Ko-Matoran running errands for the more accomplished scholars; little appeared to have changed on Mata Nui.

The Ko-Matoran remained isolated and reluctant to socialize with other Matoran, in particular being annoyed by the past-centered nature of the Onu-Matoran. They were known to be excellent trackers and trappers.

Fe:

They do, however, possess a very minuscule amount of Elemental Iron energy, to the extent that they have more physical endurance than other types of Matoran.

Many Fe Matoran were weapon-makers. The Nynrah Ghosts, highly praised weapon smiths, are all Fe-Matoran. Due to their skill with metalworking, Nynrah Ghosts and other Fe-Matoran are typically found in industrialized areas such as Xia, especially in places where metals can be mined.

Physical attributes of Fe-Matoran include gray, metallic gray, gold, bronze, and burnt orange armor. Like many Matoran types, their armor colors vary by region.

De:

De-Matoran were Matoran with innate Sonics powers. They possessed a very minuscule amount of Elemental Sonics energy, to the extent that they have more acute sense of hearing than any other type of Matoran, being able to hear sounds kio away. As a result, they trained themselves to make as few sounds as possible and generally did not welcome Toa, as Toa often bring conflict and battle, which caused excessive noise. De-Matoran often wore gray and black Kanohi and armor and had yellow eyes.

Ce:

Ce-Matoran were Matoran of Psionics and had innate Psionics powers. Ce-Matoran were blue and gold in color. All Ce-Matoran were female. Due to the miniscule amounts of Elemental Psionics energy in them, a Ce-Matoran's mind was automatically shielded from mental intrusion.

Ba:

Ba-Matoran were Matoran of Gravity. These Matoran had small amounts of Elemental Gravity Energy in them. Some of them lived on the Southern Continent. Ba-Matoran often wore purple and black armor and Kanohi. Their trait is that they had a resistance to Gravitational pressure.

Su:

Su-Matoran were Matoran tied to the element of Plasma. Although not familiar in places such as Metru Nui, Mata Nui, Voya Nui, or Mahri Nui, Su-Matoran's Traits were that they were resistant to heat and sunlight. They also lived in areas with a hot climate. Su-Matoran main colors were orange and white.

Vo:

Vo-Matoran were Matoran with innate Lightning powers. Although not familiar in places such as Metru Nui, Mata Nui, Voya Nui, or Mahri Nui, Vo-Matoran were known to settle around areas with an abundance of power. Their elemental trait was that they had electrical resistance. Vo-Matoran were mainly blue and white in color.

Fa:

Fa-Matoran were Matoran with innate Magnetism powers. Due to this ability, Fa-Matoran often excel as Navigators. Fa-Matoran prefer to live near magnetically-attuned regions, such as magnetic poles or places with strong magnetic fields. Physical attributes of Fa-Matoran include gunmetal gray and black armor and Kanohi.

Bo:

Bo-Matoran were Matoran with innate Plantlife powers. Bo-Matoran would live in areas with

lots of plants. They also had a better understanding of plants such as poisons. As a result, Bo-Matoran are well-suited as Healers. Their colors were green and blue.

Toa:

The Toa have a myriad of abilities, most of them developed from a limited capacity possessed by Matoran. In addition to the minute elemental traits of Matoran, Toa have a fully developed ability to control a single element; Stone, Earth, Water, Fire, Air, Ice, Light, Sonics, Gravity, Plasma, Magnetism, Lightning, Plantlife, Iron, and Psionics. Proficiency with an element is a learned skill, with more experienced Toa able to perform a wide range of tasks. Using the element draws upon a reserve of power, a reserve that is constantly being recharged. Toa are capable of releasing all of their Elemental Energy at once in a Nova Blast, but this ability is rarely used due to the damage and death it can cause.

The organic-protodermis and mechanical physiology of the Toa gives them much greater physical strength and endurance than their Glatorian counterparts, as well as superhuman durability. They also heal faster than Glatorian and other organic beings due to the properties of organic protodermis.

All Toa wear and can use the abilities of Great and Noble Kanohi masks; without wearing a mask, their power is greatly weakened. Toa must train in order to access their Kanohi powers, or be forced to use them in stress-inducing situations.

Within a Toa's body is an energy called Toa Power, and Toa use this energy instinctively. This energy is dormant within all Matoran, and is the trigger for transforming into a Toa; Toa that were never Matoran also possess this energy. Unlike Elemental energy, Toa Power does not recharge, so it must be used cautiously. A Toa will turn into a Turaga if they have completed their destiny and sacrifice their Toa Power. If a Toa has expended all their Toa Power before they fulfill their destiny, then they will become a Turaga as soon as their destiny is fulfilled.

The Toa typically organize themselves into a team structure; these teams typically consist of six members, though smaller or much larger groups are not unusual. Toa are also known to go solo, although this is rare. All Toa devote themselves to the cause of the Three Virtues, and strive to see them defended. Matoran look up to and revere the Toa, and the Toa in turn befriend the Matoran, and attempt to protect them to the best of their ability. Toa are also known to show reverence towards Turaga, giving them much respect and listening to their wisdom.

Toa Code

The Toa Code is a series of principles developed over the time, after the Toa realized that their success depended on having the trust and respect of the Matoran, and not their fear. The biggest, most direct, and strictest of the rules is that Toa are not allowed to kill their enemies, or purposefully allow beings to die if it can be prevented. There are instances

where it can be excused, such as killing out of necessity when it is the only option the Toa has to save themselves or innocents. Even then, those Toa who do kill are somewhat ostracized in the community.

Another strict rule of the Code is that Toa can't betray their team or the Matoran population. To do so would result in being stripped of the title of Toa.

Other, less strict, aspects of the Code are that Toa are to be honorable and keep their word. Stealing is also heavily frowned upon. In order to maintain the trust of the Matoran, Toa also tend to avoid sneaking around and fighting in secret, so that their good deeds can be seen by the public.

Glatorian

The Glatorian were originally the warriors of Spherus Magna. A group of Glatorian, named the Great Beings by the Agori, once ruled the planet, and in order to help them govern the inhabitants of the planet, six members of the main species, as well as one of the Skrall species, were eventually chosen by them to lead the tribes. They were granted Elemental Powers and transformed into the Element Lords.

The Element Lords eventually declared war on one another, seeking to gain control over the energized protodermis that had appeared on the planet. The fighters were conscripted into armies, and began acting as soldiers. During the war, the Shattering struck the planet, splintering it into several pieces. A large number of the warriors were on Bara Magna when it occurred, and were trapped there as a result.

To cope with the drastic change, a new social system based on Arena Matches was developed to avoid a global war. Though many of the warriors were initially opposed to the new system, veterans Certavus, Tarix and Ackar advocated for the peace that it would bring, and eventually convinced everyone that it was for the best. The new system changed their duties, and they began to be hired by the tribes for different tasks.

Primarily, Glatorian were sent to fight each other whenever there was a dispute over resources, though they would also be hired to protect a village, guard trade caravans, and search for resources. Glatorian began fighting in arenas in order to promote the system, avoiding major scale wars.

Though they were not restricted as to what tribe they could fight for, most Glatorian stayed with the tribe they fought for and rarely changed sides. Several members of the species chose not to be warriors, and retreated to the wastelands, unable to gain food or shelter from the villages.

A yearly competition known as the Great Tournament was eventually set up, in order for the Glatorian to prove their abilities to the entire planet. The victor was given the right to claim more resources, as well as the right to demand higher pay for their services.

During the latest Great Tournament, the Arena Magna was attacked by the Skrall. The Glatorian fought back, but were overwhelmed by the ferocious army. Many Glatorian were killed in the conflict, and the survivors fled the arena. Several of them reunited, and began to plan a counter strike against the Skrall.

The Glatorian and Agori inhabitants later migrated to some caves outside the Mega-Village after Mata Nui requested to use the city, now revealed as an old prototype robot, to defend Bara Magna from Teridax.

A Glatorian's body is made up of largely organic tissues, but also contains varying amounts of permanent mechanical implants, such as implants that increase muscle endurance or agility. All Glatorian have a metallic bone structure.

During the Core War, the Glatorian served as soldiers, pitting their strengths and talents against the other tribes, on the orders of the Element Lords. After the Shattering, those stranded on Bara Magna became gladiators for their tribes, fighting to acquire resources. Some also served in other capacities, such as bodyguards. Due to the nature of their profession, all Glatorian were taught combat skills at the start of adolescence. Attitude toward the job varied by Glatorian; while most felt it was merely a profession, others took to the nobler aspects of it, and some disdained it entirely.

The Agori and Glatorian had a well established relationship with one another, though many of the Glatorian often felt that the Agori did not truly appreciate what they were doing. Agori, in turn, were wary of the Glatorian, knowing the destructive potential they had. Fighters also often got along well with another, despite the adversarial nature of the matches.

Glatorian Creed:

Violation of these rules often lead to a variety of different punishments, the most severe of which was exile. Glatorian would mostly adhere to these rules in order to retain their jobs and avoid full scale war, though fighters did occasionally have to be exiled.

The rules were as follows:

1. All Glatorian must fight to the best of their ability. Accepting bribes to lose a match or in any way trying to affect the outcome is prohibited.
2. Matches end when one fighter is incapacitated or surrenders. Matches to the death are forbidden.
3. Striking an opponent after he has surrendered is forbidden. A Glatorian who has conceded a match is also prohibited from attacking once he has surrendered.
4. Weapons allowed to be used are determined before the match by the villages involved in the fight. The type of match - Glatorian vs. Glatorian, vehicle vs. vehicle, or Glatorian and Agori vs. Glatorian and Agori - is also decided before the match.
5. A village that loses a fight must hand over the disputed item or resource within a reasonable time, or be considered to have forfeited all future matches.
6. Violation of match rules by a Glatorian can be punished by suspension, exile, or a lifetime ban from the arena.

GM's note on gender:

The Bionicle Gen 1 series divided Matoran into differing genders based on element (for instance, all Ta- and Le- Matoran were male and all Ga- and Vo- Matoran were female). For an asexual cyborg species this is super-dumb, and (with the exception of Ce-Matoran) is to be ignored, as in Bionicle Gen 2.